



CARDSHARP

Bruce Mitchell

Teacher's Manual



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Introduction

Cardsharp is a simple word-processor for making catalogue cards. It has been designed to lighten the workload of library staff by automatically printing the cards most commonly needed in school libraries.

Cataloguing is a specialised and time-consuming task. Most Australian school libraries use the Australian Schools Cataloguing Information Service (ASCIS) to supply most of their cards because it provides an excellent professional cataloguing service at low cost. However, there are times when items that aren't catered for by ASCIS need to be catalogued. With increasing demands on school libraries and fewer staff (frequently no trained library staff at all), it is worthwhile to use a computer to perform some of the less demanding jobs, thus increasing the time that staff is available to help students.

After you have entered the cataloguing information once, *Cardsharp* will automatically print the main entry, shelf list, subject and added entry cards for each book. The layout is based on that recommended by ASCIS (with some simplifications). All punctuation is added by the computer so that the user need only concentrate on entering the information correctly.

If a printer is not available, cards can be saved on the disk. Later, when a printer is connected to the computer, these can be read back from the disk and printed. The cards are saved in sets of up to eighty, and at least ten sets of cards can be saved on a disk at one time.

Cardsharp will not cope with information that takes up more than a single 5 × 3 card.

Either 10 pitch (pica) or 12 pitch (elite) print may be used. The latter allows more information to be fitted on a card.

What you'll need

Cardsharp requires the following equipment:

Apple

1. An Apple IIe, IIc or IIGS microcomputer (64K memory or more)
2. One or two disk drives
3. A monochrome or high-quality colour monitor
4. An 80-column card installed in slot #3
5. An Imagewriter or Epson-compatible printer. On the Apple IIe this is initially assumed to be an interface card in slot #1. On the Apple IIc it is initially assumed to be plugged into port #1. During the installation program, or whenever the main menu is showing, *Cardsharp* can be told if the printer card is in a different location.

BBC

1. A BBC microcomputer fitted with shadow memory (i.e. Model B+, Master 128 or Compact)
2. One disk drive (if not on a network)
3. A monochrome monitor or high-quality colour monitor
4. An Epson-compatible printer attached to the serial or parallel port. (A network printer is not suitable: see page 41.)

Printer

1. The printer should use continuous-form 5 × 3 (127 mm × 76 mm) catalogue cards. It is essential that the printer uses a "tractor-feed" mechanism, otherwise you will have frustrating problems with lines not appearing exactly at the top or bottom of cards after the first few have been printed.
2. Thin cards are more successful than thick ones unless your printer has a particularly robust feed mechanism.
3. Always adjust the head-adjusting lever (Epson: near the left extremity of the print head's movement; Imagewriter: at the right extremity) to allow for the extra thickness of the card.

Back up your disk!

Important: Make a backup copy before going any further. (See Appendix 1 for instructions.) Use the backup copy and keep the original in a safe place.

You are allowed to make one backup copy of the disk for use in your institution. **Any attempt to distribute copies of this disk outside your institution will be viewed as a serious breach of copyright and will result in legal proceedings being initiated against the individual(s) involved and their employer.**

Starting up

1. *Cardsharp* is used with a single disk drive. If you are going to store sets of cards on a disk to print later, there is room for these on the program disk. Remember to delete these sets after you have printed them, otherwise your disk will soon fill up. You can store at least four sets of cards on the Apple disk (ten on the BBC) with between 50 and 80 cards in each set, depending on the amount of text on the cards. On more advanced machines (e.g. Apple IIGS, BBC Master and Compact) many more sets can be kept on each disk.
2. Boot the disk. (If you're not sure how to do this, see Appendix 2: Getting started.)
3. If it is the first time the disk has been used, the installation program will appear. Read the instructions carefully. If you aren't sure about an answer, make your best guess: you can always change the setting later from the main menu if things don't work first time.

After the installation has been completed, the main menu will always appear. Should you need to use the installation program again, just hold down the "I" key immediately after booting the disk.

The main menu

CARDSHARP

OPTIONS

1. Prepare cards and print them now
2. Prepare cards, saving them on a disk to print later
3. Work with a set of saved cards
4. Alter (or check) the printer settings
5. Get help
6. Choose which entries to use
7. Save all changes to the disk
8. Throw out your changes and use the settings on the disk
9. Change the screen colours
0. Finish

Which?

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Figure 1: The main menu

There are ten choices:

1. Prepare cards and print them now

Make sure that a printer is attached before choosing this option. The cards will be printed immediately and will not be stored for later retrieval.

2. Prepare cards, saving them on a disk to print later

The cataloguing information you are about to type into the computer will be stored on a disk under a name of your choice. You can store several sets of cards on a disk. Make sure you write

down the name you gave to each set, and the types of books in that set. This saves having to read through all the cards in each set if you forget.

Note: Apple users cannot save sets of cards on the *Cardsharp* disk (there isn't enough room). Before using *Cardsharp*, format a blank disk using your Apple ProDos User's disk. If you have two drives, place your "saved sets" disk in drive 2. If you are using a single drive you will be told when to swap the disks.

BBC users can *only* save sets of cards on the *Cardsharp* disk. It will, therefore, be necessary to delete sets of cards once they have been printed or you will have no room for new sets.

3. Work with cards you saved on a disk

This sub-menu will appear:

Work with a set of saved cards

1. Print
2. Edit
3. Delete
4. Return to the main menu

Which?

Figure 2: Saved cards menu

There are three things you can do with the sets of cards saved on the disk:

- (a) Cards in each set can be printed all at once or one by one. Make your choice from the menu that appears when you select this option. If there are some cards in the set that you don't want printed, choose 1. To print everything in the set without having to supervise the computer, choose 2.

- (b) You can edit the cards in a set stored on the disk. Flip through the cards using the → key until you see one you wish to edit, press RETURN to select that card, and alter it (use the same process as when you created the card). You cannot flip back through the cards, only forwards.
- (c) Old sets of cards can be deleted by following the instructions on the screen.

4. Alter (or check) the printer settings

This sub-menu will appear:

At present CARDSHARP expects to work with a serial printer running at 9600 baud.

A line feed will be sent to the printer.

The printer will print 12 characters per inch.

You may

1. Alter the printer setting
2. Alter the serial speed setting
3. Change the line feed setting
4. Alter the printer pitch
5. Perform a printer test
6. Throw out any changes
7. Return to the main menu

Which?

Figure 3: Printer menu (BBC version shown)

Although you set the printer with the installation program when you first use *Cardsharp*, there will be times when you'll need to check it again. For example, whenever you thread the printer with cards you'll need to check their alignment so that some of the printing doesn't miss the top of the cards or disappear down the hole.

It is very important you have the printer correctly set up before beginning to use *Cardsharp* with option 1, because the first card's information will be lost if you have to return to the options menu to alter a setting.

You'll be using either

- a parallel printer (connected to the computer by a flat, wide cable), or
- a serial printer (usually connected by a thin cable).

When you've identified the type of printer you're using, press 1 (Alter the printer interface) and select the correct printer. If you choose "serial", you'll also need to tell the computer the speed at which to send characters to it. This is called the "baud rate", and, if you don't know it, you're in for a few minutes of trial and error using the printer test option (5). (*Hint: Start with 9600, then try 1200. These are the two most common settings.*)

To set the pitch of the printing, use option 4. The selected pitch is shown on the screen. The card on the screen will automatically adjust in size to match the pitch in use.

To test the printer, choose option 5. If the printing is all piled up on a single line, you'll need to alter the line feed setting (option 3). This also needs to be altered if the lines are double-spaced. Line feeds can be either sent, or not, and they may or may not be needed by the printer. This can be very confusing! Because only one of the four possibilities will be correct, a little patience is useful.

The printer test also allows you to check that the cards are lined up correctly with the printer. (You'll need to use it every time you start using *Cardsharp*.) It prints a character onto every part of the card (except the hole). Carefully check the right edge as well as the top and bottom lines to make sure all the printing fits on the card. There is no room for error.

Saving the settings

When the printer test is working correctly, make sure you save the settings after you return to the main menu (use option 7 to get there), or you'll have to go through it all again next time. Now press 7 ("Save the setting on the disk") to save the settings on the *Cardsharp* disk. Next time you use *Cardsharp*, everything relating to the printer setup, screen colours and prompts will be just the same as you when you saved them.

5. Get help

This shows a summary of this manual on the screen.

6. Choose which prompts to use

It is possible to make *Cardsharp* skip over card entries which you don't want to use. This may be worthwhile if you aren't going to include, for example, the ISBN or edition details on your cards. While it is perfectly possible to skip over these headings by pressing RETURN, it may become annoying. If so, you can use option 6 to remove these prompts temporarily. (They can be restored by using the same option.)

Some librarians prefer to capitalise all subject heading entries on the card. Use the "C" key to select the format you want.

1.	Location code	✓	
2.	Call number (line 1)	✓	
3.	Call number (line 2)	✓	
4.	Author's surname	✓	
5.	Author's forename(s)	✓	
6.	Title	✓	
7.	General material designation	x	
8.	Subtitle	✓	
9.	Statement of responsibility	✓	
10.	Subsequent statement of responsibility	x	
11.	Edition	✓	
12.	Place of publication	✓	
13.	Publisher	✓	
14.	Date of publication	✓	
15.	Pages	✓	
16.	Physical details	✓	
17.	Series title	✓	<-
18.	Series number	✓	
19.	Notes	✓	
20.	SUBJECT HEADING 1	✓	
21.	SUBJECT HEADING 2	✓	
22.	SUBJECT HEADING 3	✓	
23.	SUBJECT HEADING 4	✓	
24.	SUBJECT HEADING 5	✓	
25.	First added entry	✓	
26.	Second added entry	✓	
27.	Third added entry	✓	
28.	Fourth added entry	✓	
29.	ISBN	✓	
30.	Number	x	

Use ↑↓ to move pointer,
RETURN to change setting.
Press SPACE to finish.

Press C to change case
of subject headings.

in use	✓
hidden	x

Figure 4: Choosing the prompts

Move the pointer using the up and down arrow keys, and change the setting using the RETURN key. An indicator shows whether each prompt is in use. Press the space bar when you have finished making all your changes.

This feature is particularly useful when making cards for use in primary school libraries. A simplified cataloguing is usually used which includes only the call number, author, title, subtitle, publisher, place of publication, date, series and tracings (i.e., subject headings and added entries).

Note: If the top or bottom line is not visible on the BBC screen, try using the *TV command after switching the computer on but before starting the program. Enter *TV255,1 to make the top line move down the screen, or *TV1,1 to make the bottom line move up. Don't worry if nothing seems to change after you enter the *TV command – it only takes effect after *Cardsharp* begins.

7. Save all the changes to the disk

This removes the previous settings and saves the current ones on the disk for use next time you use *Cardsharp*. Until you use this option, any changes are only temporary and will be forgotten when you switch off the computer.

Of course, it is sometimes worthwhile making only temporary changes. Maybe you are using a borrowed printer and don't want to lose the normal settings. Perhaps you're using a different monitor, or need a different set of prompts just for one set of books. You can use the altered settings temporarily by making the changes, then selecting options 1, 2 or 3. The original settings will be there on the disk next time you use *Cardsharp*.

8. Throw out any changes and use the settings on the disk

If you get confused while you're making changes and want to return to your original settings, use option 7 to restore the settings currently on the disk.

Note: You can use the installation program again at any time. Boot the computer in the usual way, but, as soon as the light on the disk drive comes on, hold down the "I" (for "install") key.

9. Change the screen colours (BBC only)

On some monitors the text on the screen may not be as legible as you'd like. By choosing this option and pressing the T (for "text") and B (for "background") keys you can try all possible combinations (some of which can be quite tasteless). The choice you make will be saved for future use when you return to the main menu (press RETURN) and use option 7 ("Save the settings on the disk").

0. Finish

Press this key when you have finished using *Cardsharp*.

Using *Cardsharp*

Typing entries

To start with, let's assume you're printing directly to the printer, not saving your work on the disk. At the main menu, choose option 1. A representation of a standard 5 x 3 card will appear on the screen. Below, a prompt will ask you for the book's location code. Type this (e.g. JF, Q, AV) and press RETURN. It will now appear on the screen card exactly as it will be printed.

The next prompt asks for the first line of the call number. Enter this and it will appear below the location code.

Next you will be asked for the second line of the call number. Enter it in the same way. If no second line is needed, just press RETURN.

Now enter the author's surname. Don't worry about capitalising it — this will be done by the computer. (It will always capitalise the first word in the heading when printing the cards, too.)

Next comes the author's forename (and the associate authors' names, if any). From here on the case you type in will not be altered. Don't put punctuation between items: *Cardsharp* will enter the correct punctuation each time.

Continue through the card, entering the information you require and leaving blanks for those not required. Eventually you will be asked whether you want to print it exactly as it appears, or to alter any of the entries.

Note: Words appearing near the hole will be broken, and space is reserved for "SL" to appear directly above the hole on the shelf list card. You may need to add spaces between words to push them past the hole.

Editing

To change an entry after you have typed it in, press the up-arrow to go back through the entries. Make changes using the left- and right-arrow keys to position the cursor where you want letters inserted or deleted. When you've finished editing an entry, press RETURN.

Use the up- or down-arrow keys to skip through the entries. (Note that when you use these keys at the end of an entry instead of RETURN the picture of the card on the screen is not updated. Don't worry — all your changes are still noted and will appear for you to check before printing begins.)

Printing

When everything on the card is right, skip past the last prompt and press "P". The information on the screen will be either copied to the printer or the disk, depending on the option you chose from the main menu. Appropriate headings are added for the author, title, subject and added entry cards.

After printing (or saving to disk) is complete you may go back and edit any entries (for example, you can enter another book by the same author or in the same series by changing only those entries that are different), or you may begin a new card by pressing the space bar.

Ending the program

To return to the main menu, press TAB. You'll be asked if you're sure if this is what you want to do before the program throws away the information on the card. If you press "Y" you will be returned to the main menu; pressing any other key will allow you to continue working on the card.

Information for inexperienced cataloguers

This section has been included to help people who have had the greatness of librarianship thrust upon their reluctant shoulders.

Before you settle down to any kind of cataloguing, it is essential to have on hand a copy of ASCIS cataloguing standards for school libraries (schools edition), published by the Australian Schools Catalogue Information Service, Melbourne. This will help clarify many of your problems. Another essential reference is the

ASCIS subject heading list, published by D. W. Thorpe, Port Melbourne (ISBN 0 9095 3445 1).

ASCIS recommends a format for catalogue cards that specifies where various pieces of information go on the card and the punctuation marks used to separate them. This example shows how *Cardsharp* places information on the card.

LOC	SURNAME, Forename
CALL 1	Title [GMD] : Subtitle / Statement of
CALL 2	responsibility ; Subseq. stat. of resp. -
	Edition. - Place : Publisher, Date.
	pages. : physical details - (Series title ;
	Series number).
	Notes.
	1. SUBJECT HEADING ONE. 2. SUBJECT HEADING
	TWO. I. First added entry. II. Second added
	entry. III. SL Etc.,
ISBN 0 123 45678 9	Number

Figure 5: Basic card format

Cardsharp will prompt you for each piece of cataloguing information in turn, then the program places it on the card on the screen. When the card on the screen is completed, *Cardsharp* will print it or save it on the disk. All you need to do is enter the information asked for by each prompt. Let's look at each in turn.

Location code: This refers to which section of the library an item has been placed in. Fiction books are prefixed with F, so should be found in the fiction section. These are some common locations:

F	Fiction
JF	Junior fiction
P	Picture book
Q	Quarto (or larger) book
AV	Audio-visual materials
CS	Computer software
R	Reference collection
V	Vertical file
E	Easy book

Note: Non-fiction books usually don't need a location code unless they're kept in a section other than the non-fiction section.

Fiction

The location code of fiction books should follow this format:

Location Code

Author's surname (first three letters, no punctuation)

Number

(There are special rules about editions of some well-known authors — consult your copy of ASCIS cataloguing standards for school libraries for more details.)

If the author's name isn't stated, use the first three letters of the title (excluding first words A, An or The).

Numbers are used when there is more than one book having the same first three letters of the author's surname in the same area of the library. Here are some examples:

There are already two Colin Thiele books in the library when *Storm Boy* arrives to be catalogued. It would therefore be given this location code:

F
THI
3

A large edition of *20,000 Leagues Under the Sea* by Jules Verne would be kept in the Quarto shelves, so its code would be as follows:

QF
VER
1

The computer game *Dinosaur Discovery*, by Cosgrove and others, kept in the computer software section, would be given this code:

CS
COS
1

That is if there are no other packages in the computer software section by an author whose name begins with "Cos".

Non-fiction

Use Dewey numbers to identify non-fiction materials. The Dewey number is usually included in the cataloguing-in-publication data found on the imprint page of most books; otherwise you should refer to the ASCIS subject heading list.

Unless the item to be catalogued is kept in a special location (such as reference, audio-visual, etc.) there is no need for a letter code in the first line.

Examples:

<i>Australia, a land of immigrants</i>	305.8
by Beryl Ciglar	CIG
	1

<i>The Collins School Thesaurus</i>	R
edited by Lindsay Knight	423.1
(kept in the reference section)	KNI 1

Author's surname: Enter it exactly as shown on the title page. If no name is given, leave the entry blank. If there is more than one author, list the first author's surname and include principal co-authors in the tracings section.

Title: Enter the title as it appears on the title page of the book. Don't capitalise unnecessarily. Use lower case for everything except the first word and proper nouns.

Examples:

Enter *Poems for the Four Seasons* as Poems for the four seasons.

Enter *Watership Down* as Watership Down.

Enter *We're Bound for Botany Bay* as We're bound for Botany Bay.

General material designation: This describes the physical format of items other than books.

ASCIS suggests using the following descriptions: map, globe, art original, chart, filmstrip, flash card, picture, slide, technical drawing, transparency, computer software, manuscript, microform, motion picture, kit, music, diorama, game, microscope slide, model, realia (actual objects), sound recording, videorecording.

Subtitled: If there is no subtitle, there's nothing to enter (just press the RETURN key); otherwise enter the subtitle using lower case for everything except proper nouns.

Statement of responsibility: This indicates the creator of the item. For example, the author's name is given for a book; the artist's for a print or painting.

Subsequent statement of responsibility: With books, other people who have helped in the creation of the work are listed here, separated by semi-colons.

Examples:

A Necklace of Raindrops would have the following statements of responsibility:

by Joan Aiken	(statement of responsibility)
illustrated by Jan Pienkowski	(subsequent statement of responsibility)

The American, by Henry James, needs two subsequent statements:

by Henry James	(statement of responsibility)
with an introduction by Ron Harvey;	(subsequent statement of responsibility)
text established by Matthew J. Bruccoli	

Note: Because *Cardsharp* only allows for one subsequent statement, this is one time you'll have to add your own punctuation.

Edition: Enter as shown on the imprint page.

Place of publication: In a book, this is usually found on the imprint page. Use the first place named. For Australian publications, include the state only if the place given is not a capital city. If no place of publication is stated, show the most probable place and a question mark in square brackets, e.g. [Geelong, Vic.?].

Publisher: The publisher's name should be in the shortest reasonable form that can be identified internationally. If no publisher is stated, press RETURN and leave it blank.

Date of publication: This will also be on the imprint page. Don't include the latest copyright date, and if there is any doubt about the date use square brackets and a question mark.

Pages: This heading applies only to books. If there are several page numbering systems used in the book, include them. Thus a dictionary with prefaces and introductions marked in roman numerals to *lxiv*, followed by 468 pages numbered normally, would be noted as follows:

lxiv, 648 p.

Physical details: This entry is mainly of use when cataloguing non-book materials (kits, games, multi-media material, etc.) so that people using the catalogue can get a good idea of what comprises the whole.

Examples:

An entry for an item of computer software

1 floppy disk + 3 booklets + 4 black-line masters +
1 function key strip

A multi-media kit

1 teacher's guide + 1 videocassette : colour + 12
transparencies

Some other typical items are listed:

2 cassettes (90 min)
1 jigsaw puzzle (128 pieces)
3 microscope slides

Series title: Many items are part of a series. This entry enables users to find items in the catalogue under the name of their series.

Series number: Enter this only if the item is specifically number as part of the series.

Notes: Any other information that you think should be noted; for example, which type of computer a software package is designed for.

Subject headings: To help decide which aspects of a book's attributes are important, ASCIS suggests no more than five subject headings in the following order of importance:

1. Language used (if not English), e.g. "Greek language text".
2. Topic heading.

3. Theme heading.
4. Literary prize (e.g., Book of the Year Award).
5. Place heading (i.e., where the main interest of the book is located geographically).
6. Up to 3 name headings of people prominent in the work and/or those most widely known.

Added entries: If you include an "added entry", an extra card will be printed with that entry at the top. The most common added entry cards are "Title", "Series" and "Author". *Cardsharp* will print the appropriate information for each of these at the top of the card, based on what you've typed in already. Other added entries may include people who write forewords, illustrators, photographers, editors or compilers.

ISBN: The number you type will be checked for accuracy when you type it in. It is possible to enter numbers that the computer thinks are inaccurate: use the arrow keys to ignore the warning instead of pressing the space bar. (This may be necessary if you are using an ISSN or non-standard number.) The computer accepts ISBNs in any format and with any characters mixed with the numerals. For example, the following are all treated as valid ISBNs:

0 123 45678 9 0123456789 0/1234/56789 0-1234-5678-9

Number: This is an all-purpose area of the card, and it doesn't have to be a number. Usually you'd use it for recording an item's accession number.

Appendix 1

Making a backup copy

Please make a backup copy of your *Cardsharp* disk! You should then put the original in a safe place and use the backup copy.

Important: Before starting to make a backup disk make sure you put a write-protect tab on the *Cardsharp* disk.

Apple

1. Find your Apple ProDOS User's disk. Boot it, then choose F — ProDOS filer (utilities) — from the menu.
2. Select V — Volume commands — then press C to copy a volume.
3. Enter the information about which drives you are using. There is no need to enter a new volume name: just press the ↵ key.
4. Now press the ↵ key again, and press Y to make the copy.

BBC

Model B +

1. Make sure you have a formatted blank disk ready. (To format a blank disk, use the FORM80 program on the BBC Welcome disk.)
2. If you are using a single disk drive, enter
 *ENABLE (This command may not be necessary.)
 *BACKUP 0 0
and follow the instructions on the screen. (You will have to change over the disks about ten times.)
3. If you are using two drives, put the *Cardsharp* disk in drive 0 and the backup disk in drive 1. Now type
 *BACKUP 01 and press RETURN.

Master 128

1. Make sure you have a formatted blank disk ready. To format a disk, enter
*FORM80
and follow the instructions on the screen.
2. If you are using a single disk drive, enter
*BACKUP 0 0
and follow the instructions on the screen.
3. If you are using two drives, put the *Cardsharp* disk in drive 0 and the backup disk in drive 1. Now enter
*BACKUP 0 1
and answer the questions on the screen.

Master Compact

1. Make sure you have a formatted blank disk ready. To format a disk, enter
*FORMAT
and answer the questions on the screen. *Cardsharp* is formatted in "L" (large) format so your backup disk must also be formatted in this size.
2. If you are using a single disk drive, enter
*COPY 0 0 *
and follow the instructions on the screen.
(You will have to swap the disks about a dozen times.)
With the backup disk in the drive, then enter
*MOUNT
*OPT4,3
and your backup will be complete.
3. If you are using two drives, put the *Cardsharp* disk in drive 0 and the backup disk in drive 1. Now enter
*BACKUP 0 1
and follow the instructions on the screen.

Appendix 2

Getting started

Apple

1. Put the *Cardsharp* disk in drive 1 and switch on the computer.
2. When the red light on the disk drive is glowing, shut the drive door.
3. The first time the disk is run, the installation program will appear. After the first time, the main menu will appear.

BBC

Note: If you are using *Cardsharp* on a network, see page 22 for details of how to install the package.

Stand alone

1. Switch on the computer. Put the disk in drive 0 and shut the drive door.
2. Hold down the SHIFT key, tap the BREAK key and then release the SHIFT key.
3. The first time the disk is run, the installation program will appear. After the first time, the main menu will appear.

Network

1. Log on into *Cardsharp* directory.
2. *Cardsharp* should boot automatically if installed correctly. If not, type *EXEC !BOOT and press RETURN.
3. The first time the program is run, the installation program will appear. After the first time, the main menu will appear.

Appendix 3

Technical notes: BBC

Screen flicker

The human eye was not made to work close to a flickering screen. If your screen flickers, try entering

*TV 0,1

just after you switch on the computer and before you boot the program.

Network installation

Cardsharp must be installed in its own directory. Users must have write access to this directory as all saved card files will be kept in it. There is no option to change directories when running on a network. Note that the !REF and !TEMP files must have WR/WR access: all other files can be locked (LR/LR).

Cardsharp must be started using *EXEC !BOOT. The network manager should ensure that the startup option in the *Cardsharp* directory is set to 3 (EXEC).

Although there is no technical reason why a network printer shouldn't be used by *Cardsharp*, the problems of having to alter banner settings and page lengths on the printer server, as well as the potential for waste if other users attempt to print while 5 x 3 cards are in the printer, remove control over the printing process from the user. Given the importance of accurate card alignment, the user must be able to see the printer. For these reasons *Cardsharp* insists on using a local printer.

Reboot option

The !FIN file contains an exit program that allows a network manager to return a *Cardsharp* user to a front-end menu. When running under DFS or ADFS, the !FIN program, as supplied, returns the user to BASIC. On a network, !FIN performs *!AM BOOT. Change line 3000 to alter this to any other command your network requires.

Technical notes: Apple

Installing *Cardsharp* on the Apple IIc

The printer is usually plugged into Port 1. When installing *Cardsharp*, choose "Super Serial Card" installed in "Slot 1".

